

FIG. 1

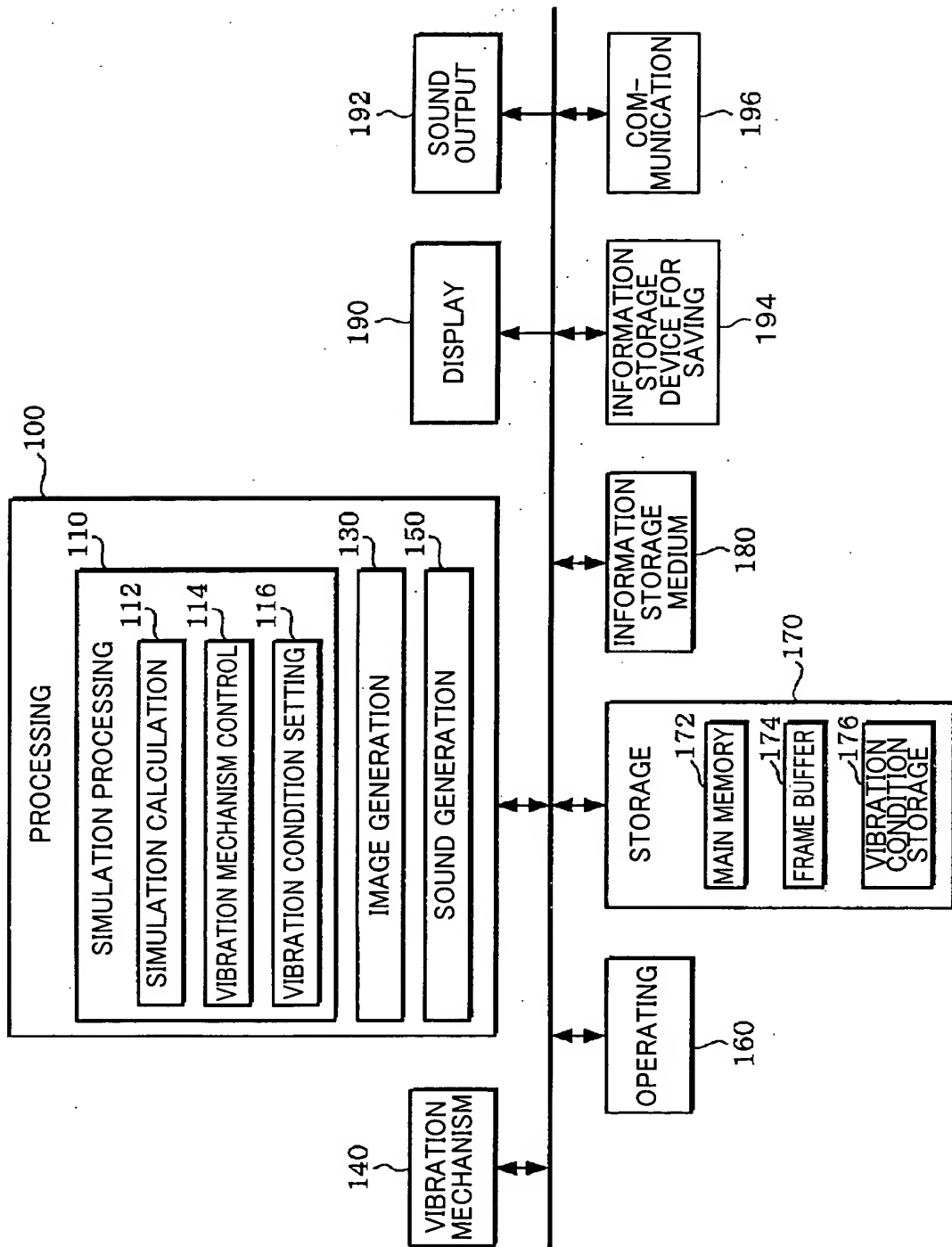


FIG. 2A

## INTENSITY SETTINGS

VIBRATION OCCURRENCE COMPONENT NAMES (VIBRATION OCCURRENCE SIMULATION STATES)	VIBRATION INTENSITY
HIT AGAINST CAR	■ ■ ■ ■ ■ ■ □ □ 6
ROUGH-GROUND TRAVEL	■ ■ □ □ □ □ □ □ 2
HIT AGAINST WALL	■ ■ ■ ■ □ □ □ □ 4
UNEVEN CURBSTONE	■ ■ ■ ■ ■ ■ ■ ■ 8
DRIFTING	■ ■ ■ ■ □ □ □ □ 4
LANDING SHOCK	■ ■ ■ □ □ □ □ □ 3
ENGINE VIBRATION	■ ■ ■ □ □ □ □ □ 3
CRASH	■ ■ ■ ■ ■ □ □ □ 5

FIG. 2B

## PATTERN SETTINGS

VIBRATION OCCURRENCE COMPONENT NAMES (VIBRATION OCCURRENCE SIMULATION STATES)	PATTERNS		
HIT AGAINST CAR	A	B	C
ROUGH-GROUND TRAVEL	A	B	C
HIT AGAINST WALL	A	B	C
UNEVEN CURBSTONE	A	B	C
DRIFTING	A	B	C
LANDING SHOCK	A	B	C
ENGINE VIBRATION	A	B	C
CRASH	A	B	C

FIG. 2C

## VIBRATION TIME LENGTH SETTINGS

VIBRATION OCCURRENCE COMPONENT NAMES (VIBRATION OCCURRENCE SIMULATION STATES)	VIBRATION TIME LENGTH
HIT AGAINST CAR	■ ■ ■ ■ ■ ■ □ □ 6
ROUGH-GROUND TRAVEL	■ ■ □ □ □ □ □ □ 2
HIT AGAINST WALL	■ ■ ■ ■ □ □ □ □ 4
UNEVEN CURBSTONE	■ ■ ■ ■ ■ ■ ■ ■ 8
DRIFTING	■ ■ ■ ■ □ □ □ □ 4
LANDING SHOCK	■ ■ ■ □ □ □ □ □ 3
ENGINE VIBRATION	■ ■ ■ □ □ □ □ □ 3
CRASH	■ ■ ■ ■ ■ □ □ □ 5

FIG. 3

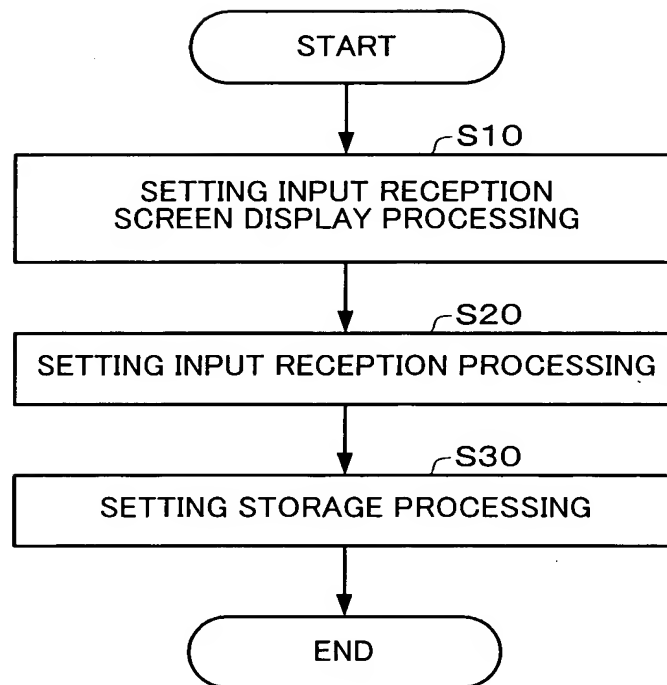


FIG. 4

SYNTHESIZED VIBRATION OUTPUT

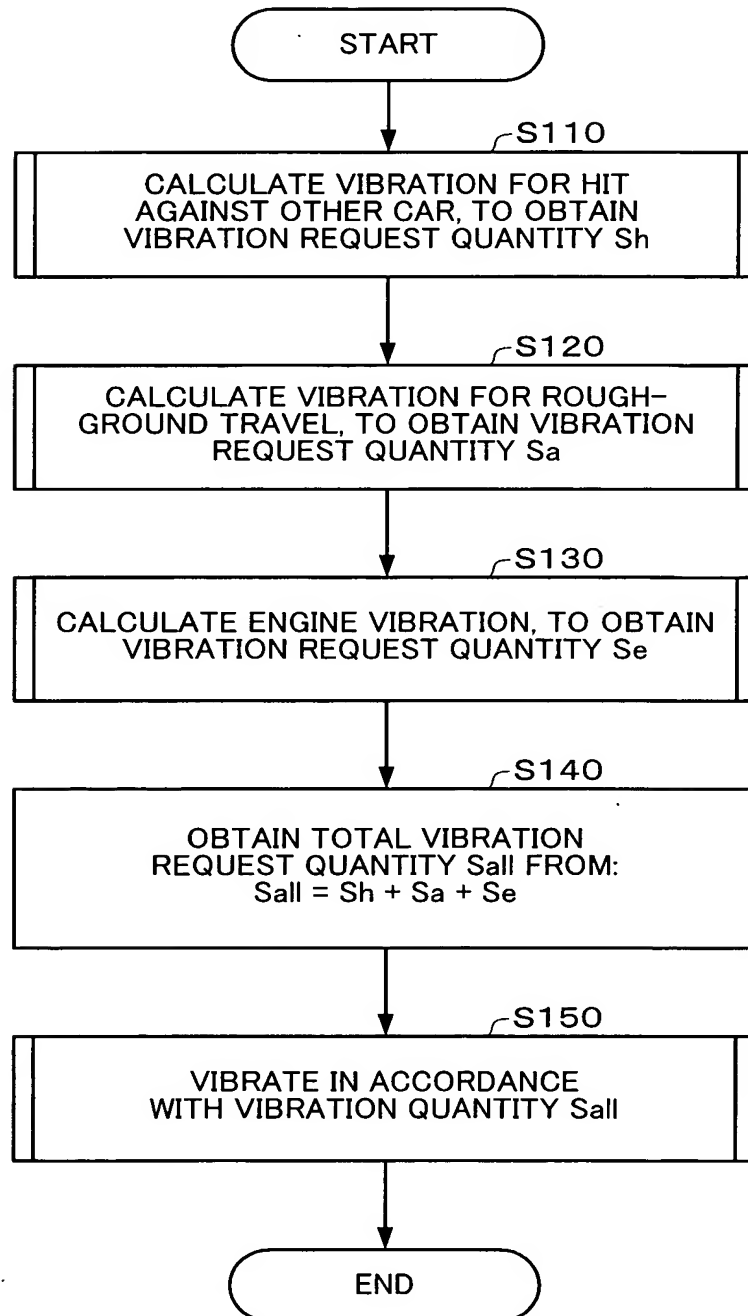


FIG. 5

VIBRATION CONTROL BY PRIORITY

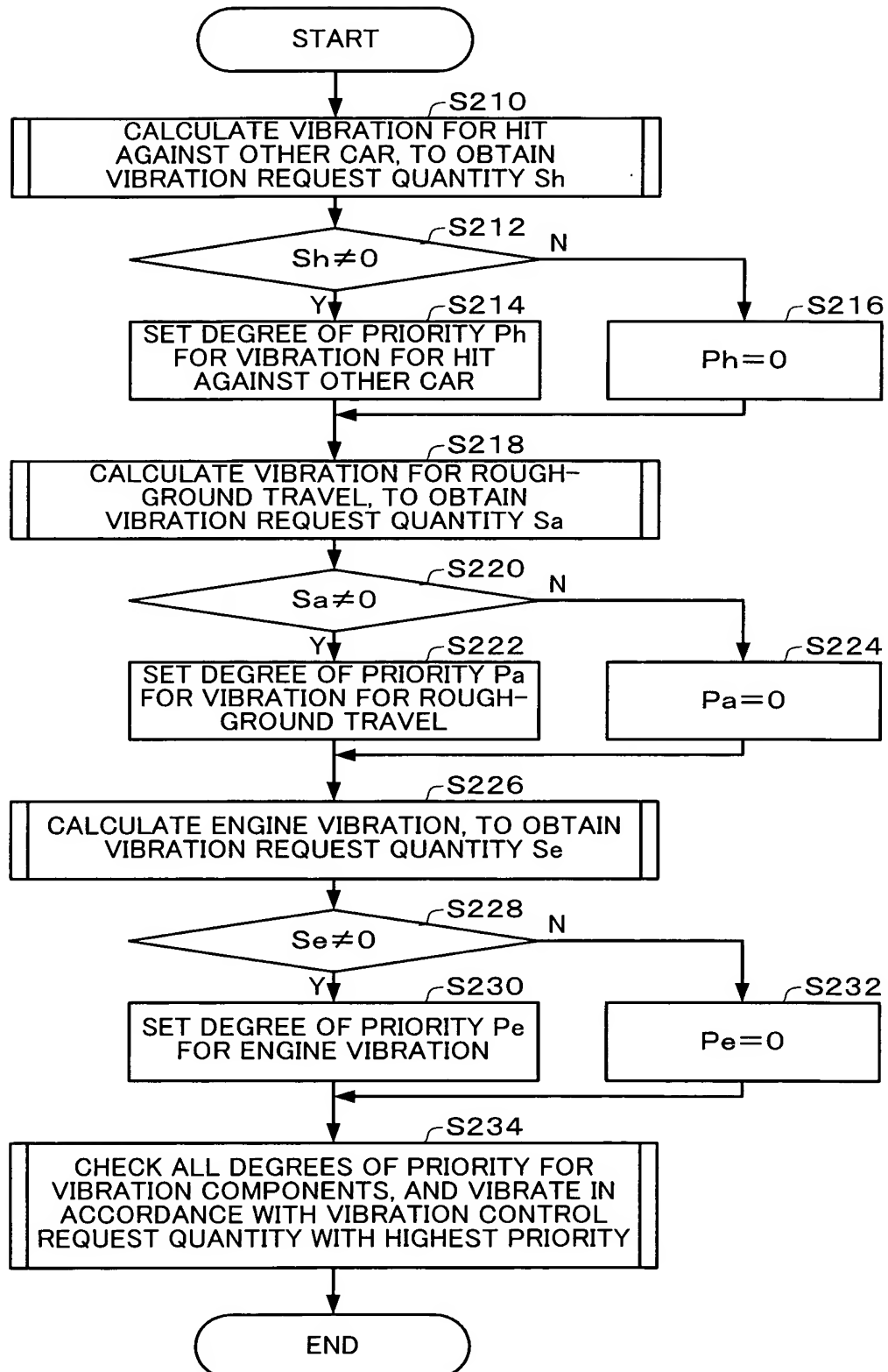


FIG. 6

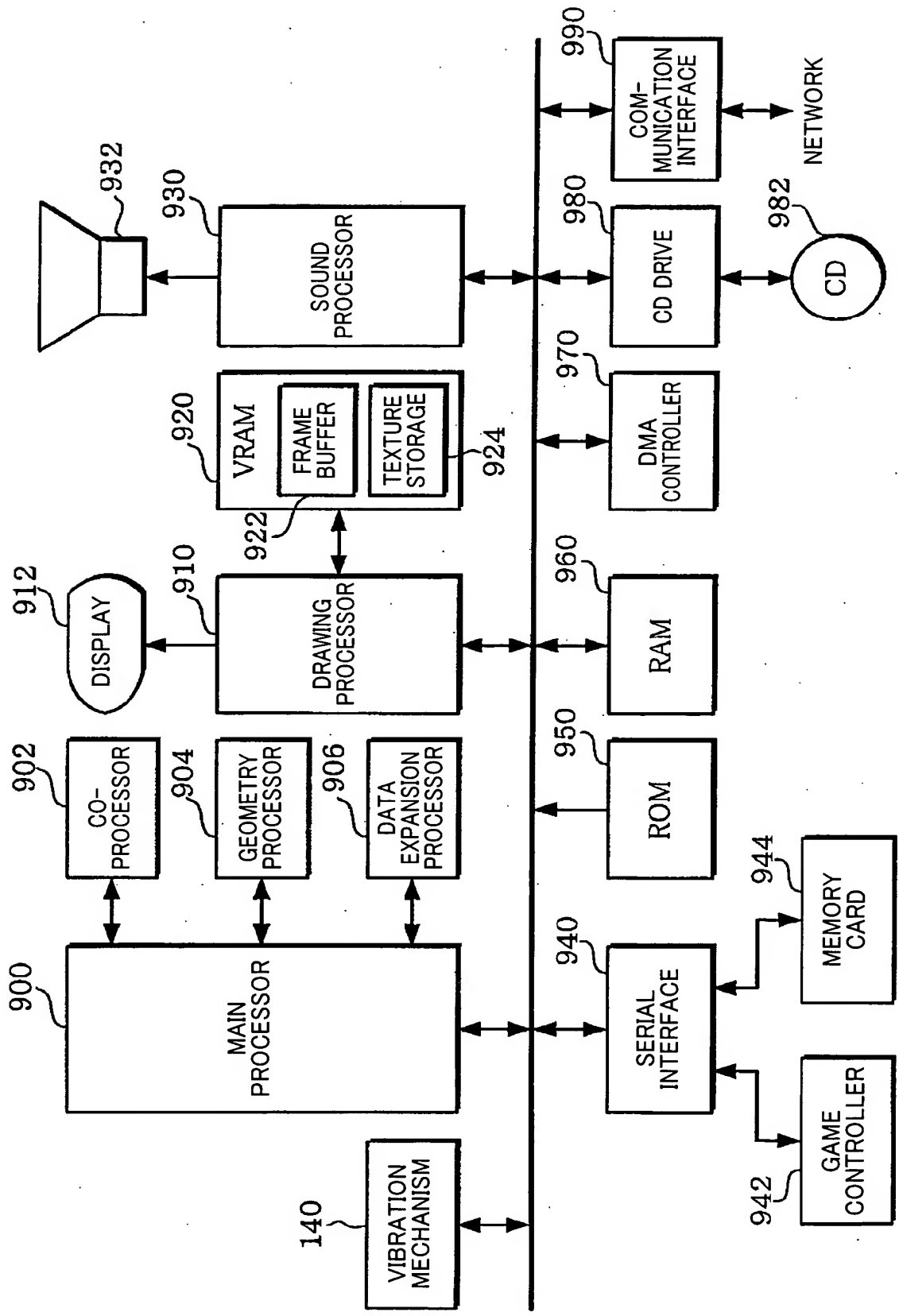


FIG. 7A

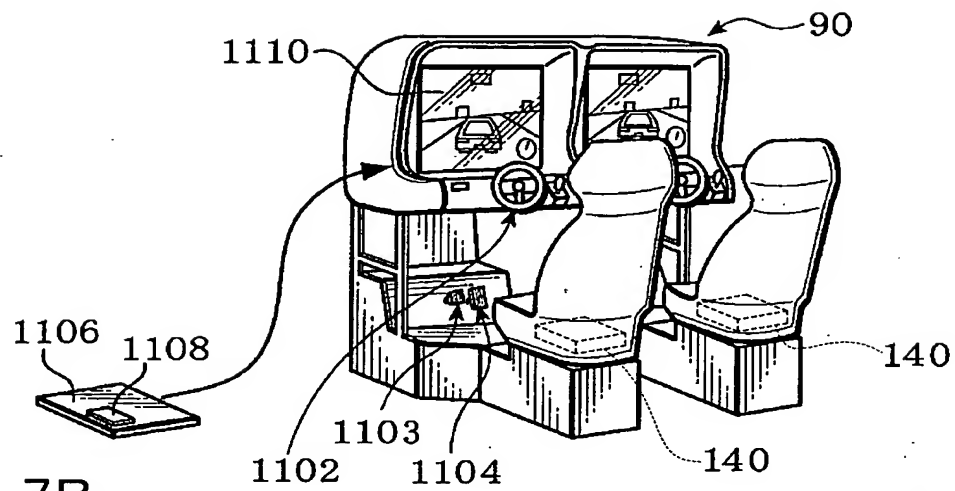


FIG. 7B

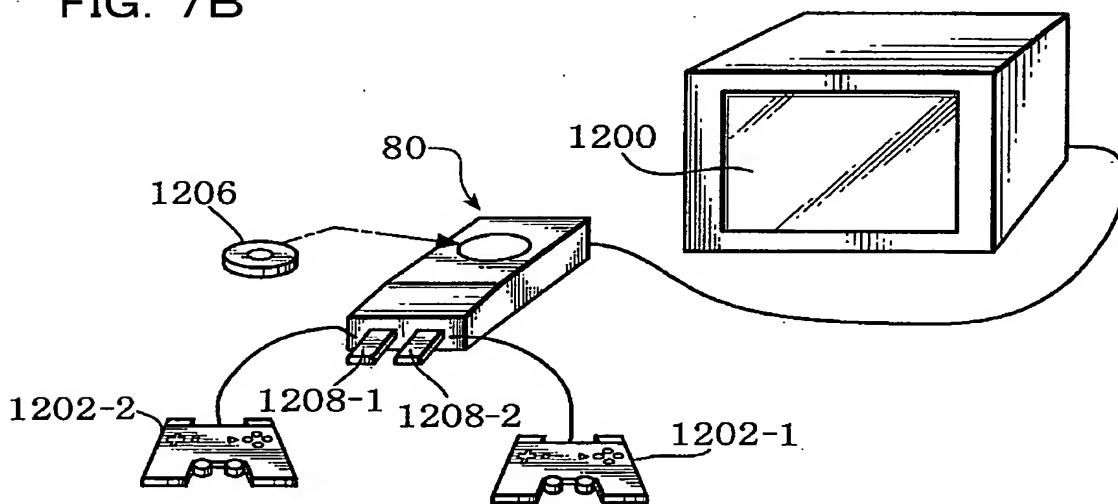


FIG. 7C

